IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A method of controlling memory usage in a portable streaming device, said device comprising at least one memory, at least one processing unit, and at least one storage device being operatively connected with said memory under control of said processing unit, said method comprising the steps of:

adaptively maximizing the size of a disk scheduler buffer memory within said memory in said portable streaming device ~~by~~using the sub-steps of:

continuously allocating available free memory in said portable streaming device~~,~~; and

designating and using at least a portion of said allocated free memory as the disk scheduler buffer memory.

2. (Currently Amended) ~~A~~ The method ~~according to~~as claimed in claim 1, whereby the step of ~~maximising~~ maximizing the disk scheduler buffer size comprises enhancing the total amount of available disk scheduler buffer memory in said portable streaming device ~~in that~~, wherein allocated free memory is used as the disk scheduler buffer memory in combination with an existing disk scheduler buffer memory in said portable streaming device.

3. (Currently Amended) ~~A~~ The method ~~according to~~as claimed in claim 1, whereby individual buffer sizes are designated, within the

disk scheduler buffer memory, to individual streams, and buffer memory sizes depend on the streams bit-rate.

4. (Currently Amended) ~~A~~ The method ~~according to~~ as claimed in claim 1, whereby the step of adaptively ~~maximising~~ maximizing the size of a disk scheduler buffer memory comprises the step of continuously arranging the total memory in the portable streaming device in subsections comprising:

a first memory section being a fixed part entirely reserved to a disk scheduler as buffer memory,

a second memory section being a variable part used by the disk scheduler as further buffer memory,

a third memory section being used by all applications of the portable streaming device, except the scheduler, as well as by an operating system (OS), and

a fourth memory section in between the second section and the third section, being a safety margin, whereby

the third memory section increases or decreases by allocating memory from respectively to the fourth memory section, and

the second memory section increases or decreases by allocating memory from respectively to the fourth memory section.

5. (Currently Amended) ~~A~~ The method ~~according to~~ as claimed in claim 4, whereby at least one of said four memory sections has a memory size equal to zero.

6. (Currently Amended) ~~A~~ The method ~~according to~~ as claimed in claims 4, wherein said method further ~~comprising~~ comprises a continuous memory pool management comprising the steps of:

increasing and/or decreasing of the second and/or the third memory section depending on memory requirements of said applications and said OS~~,~~ ~~;~~ and

allocating at least a part of the available memory of the fourth memory section to said second memory section.

7. (Currently Amended) ~~A~~ The method ~~according to~~ as claimed in claim 6, whereby the scheduler buffer, comprising the first memory section and the second memory section, is arranged as a queue.

8. (Currently Amended) ~~A~~ The method ~~according to~~ as claimed in claim 6, whereby the continuous memory pool management further comprises the steps of:

tracking memory usage over time~~,~~ ~~;~~ and

controlling the size of said fourth memory section based on memory usage statistics based on said tracking of memory usage.

9. (Currently Amended) ~~A~~ The method ~~according to~~ as claimed in claim 8, whereby said usage statistics is stored persistently~~,~~ ~~preferably~~ in a file system.

10. (Currently Amended) ~~A~~ The method ~~according to~~as claimed in claim ~~1~~4, whereby the first, second, third or fourth memory section are non-contiguous memory sections of said portable streaming device.

11. (Currently Amended) A portable streaming device comprising memory, at least one processing unit, and a storage device being operatively connected with said memory under control of said processing unit, whereby

said processing unit adaptively ~~maximises~~ maximizes the size of a disk scheduler buffer memory within said memory in said portable streaming device by continuously allocating available free memory in said portable streaming device, and designating and using at least a portion of said allocated free memory as the disk scheduler buffer memory.

12. (Currently Amended) ~~A~~ The portable streaming device ~~according to~~as claimed in claim 11, whereby said storage device is an optical disk drive.

13. (Currently Amended) ~~A~~ The portable streaming device ~~according to~~as claimed in claim 11, whereby said storage device is a hard-disk-based disk drive.

14. (Currently Amended) ~~A~~ The portable streaming device ~~according to~~as claimed in claim 11, whereby said memory comprises non-volatile solid state memory not suffering from hot spots.

15. (Currently Amended) ~~A~~ The portable streaming device ~~according to~~as claimed in claim 14, whereby said memory comprises magneto-resistive random access memory.

16. (Currently Amended) A computer readable medium having embodied thereon a computer program for processing by a processing unit, the computer program ~~comprising~~causing the processing unit to:

~~a code segment for~~ adaptively ~~maximising~~ maximizing the size of a disk scheduler buffer memory within memory of a portable streaming device by continuously allocating available free memory in said portable streaming device, and designating and using at least a portion of said allocated free memory as the disk scheduler buffer memory.

17-18. (Cancelled).